MilAtari Limited Edition

This Month:

General Meeting

Sat., December 16th, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Exec. Board Meeting

Sun., January 7th, 7:30pm

Pepino's, 9909 W. Appleton

Next Month:

General Meeting

Sat., January 20th, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Inside:

Michelle Gross

From The President

Seasons Greetings!

On behalf of the entire MilAtari Board of Directors, I'd like to wish all of you a happy and healthy Christmas season and New Year.

I have a few more changes to announce again this month, the first of which is evident with this issue of your newsletter. Many of our members live some distance from Milwaukee and are often unable to attend our monthly meetings, and there are also many members who for various other reasons also cannot attend our meetings. We feel that one of the greatest resources we offer our members is our selection of public domain software, and in the past the only way to pick up on this valuable service was to attend our meetings. In order to better serve all our members, we are now offering all of our public domain disks, 8-bit and ST, through our new "mail order" program.

Look for an insert in your newsletter each month to use for placing your orders. Public domain disks will be available at our general meetings, as usual. Please note that for your convenience your orders can be paid for by check, money order, Master Card, or Visa. This has been in the planning stages for months now, and I hope you will take advantage of the service. Now is a great time to go over past Public Domain listings and order those disks you may have missed buying. Many thanks to all board members who put their time and talents into this project...

It has been almost a full year since we've been meeting at our new location, Greenfield Park Church, and I'm very pleased to inform you that our group has been granted approval to meet here for the next year. Our schedule for 1990 has already been determined, so you can mark your calendars for the third Saturday of each month, except please note that in November we will again be meeting the fourth Saturday as we did this year. Let us all show our appreciation to our hosts by continuing our conscientious and courteous behavior at the meetings. Above all, please remember that there is no smoking anywhere inside the building.

We have also asked for and have been given permission to use a meeting room in the church on a weeknight during the month. We have been painfully aware of the lack of our beginner to intermediate level SIG for the ST users. Unfortunately, we have not had any volunteers to lead a SIG during our general meeting, and since many of us "older folks" who would be willing to run a SIG, at least on an occasional basis, are already busy during the meetings, it was decided to try getting together on an evening during the month. Our first SIG will be, or by the time you read this, it will have been, December 5th. We will be meeting at Greenfield Park Church on the first Tuesday of each month, indefinitely. Lee Musial is planning a SIG on Data Manager for January, so those of you who are looking for help or info on this program, please plan on attending. Due to the expected "Holiday Recovery Period," we will deviate from the normal first Tuesday for January and meet on the second Tuesday, January 9th instead, at 7 pm.

For those of you not at our November meeting, I am pleased to be able to report to you that we have just received a check from TSR for our ticket sales at GEN CON '89. Some of this money will have to go to necessities such as paying Uncle Sam, rent, and the likes, but we will have a few extra dollars to spend. We've been making some capital expenditures in the last few months and we expect to be making more improvements in this area. As always, your input is

MilAtari Ltd.
The Milwaukee Area Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are $20.00 for individuals, $25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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MilAtari By-Laws, Sec. XII, Art. 1

Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

You're Invited

To the annual MilAtari Christmas Party which will be held on Saturday, December 16, 1989, 12 noon, at Greenfield Park Lutheran Church. We will have door prizes and an entertaining program. We are asking all members to bring a favorite dish to pass and we also suggest that you bring your favorite soft drink. Please note that we do have a kitchen at our disposal so if you want to bring a hot dish, it can be reheated or kept hot there. Plates, cups and plastic utensils will be furnished. We are also in need of a clean up crew after the party, so please stay and lend a hand.

Mark your calendars today!

Armin Baier, Special Events Chairman

Bob Carpenter

Shufflepuck Cafe

> **Mfg:** Broderbund
> **List price:** $39.95
> **Overall Rating:** Recommended

I was wandering through my local software store looking for another program (Ok, so it was a game too!) when I ran across Shufflepuck Cafe. I had read a couple of reviews about it and the reviewers seemed to like it. Since it was a sports-type game, I decided to take a chance on it. Basically, Shufflepuck is an air-hockey game. I say basically, because a normal air-hockey game doesn't let you adjust the size of your paddle and doesn't give you an option to put a blocker on the table.

While playing an opponent in non-tournament mode, you can adjust the size of your paddle. You can make it the entire width of the table if you wish or you can make your paddle microscopic in size. This can liven up the game a bit, especially if the game is getting too easy for you. However, if the game (especially at its higher levels) is getting too easy for you, then you've been playing this game for too

long and really should seek professional help! In addition to adjusting the size of the paddle, you can make the puck go faster by holding the left mouse button down while shooting the puck.

So far what we've talked about is basically an air-hockey game. Just when this game started to look ordinary, they throw in these blockers. The blockers stay in the middle of the table and move from side to side. If the puck hits a blocker, the puck will fly back towards you, usually at a bad angle and speed for you. Luckily, you don't have to have a blocker in your game if you don't want it.

In a game, you can either play the droid (who you can set to most any skill level) or you can play 8 alien players. Each player has their own personality. There are two players in particular that are quite original. One is a player that seems to be a walking advertising against doing anything and drinking at the same time. This player is quite good at the start of the game, but as he drinks more alcohol, his

reflexes deteriorate rapidly and he becomes much easier to score against. The other player is a princess who uses sorcery in her serve. The puck will come slowly toward you and then veer off suddenly in an almost random direction. As you can imagine, her serve is quite difficult to stop.

The best part of this game is its playability. The mouse interface is very well done and quite responsive. The graphics are well done and the sound is nice with the players making the occasional grunts and the sound of the puck as it hits the sides of the table. You can play a tournament where you play every player in succession in order to become champion. These tournaments can be saved on disk to be restarted at a later time. Another nice feature is that if even the best player becomes too easy for you, you can program the droid to be a near-invincible player who is able to give you a challenge.

I found this to be an enjoyable game, but there are two minuses. One, this game can only be played by one player. There is no option of having a friend take one of the aliens and play his side. Also, the mouse requires some room to maneuver in order to hit the puck effectively. The space for my mouse to move is quite cramped and I

Armin R. Baier, M.D.

Final Assault

> **Mfg:** Epyx
> **List price:** $19.95
> **Ratings** (1 to 5 scale)
> **Difficulty:** 4
> **Graphics:** 3
> **Documentation:** 4
> **Overall Rating:** Recommended
> Requires color monitor, joystick

FINAL ASSAULT is a mountain climbing game with majestic, but treacherous Alps views. There are three different paths to climb, each with dif-

ferent difficulty ratings. One chooses the season and weather conditions, which gives the temperature, etc. There is a practice session to teach and train the climber in use of ice pick, clampons (ice spikes for shoes), soft shoes for rocks, helmet, and powder for your hands.

Before the ascent one must load up with 50 lbs. of supplies (tent, food, coffee, shoes, icepick, rope, etc.); a list is provided. One can choose individual supplies or a rucksack already filled.

One encounters hidden crevasses, steep mountain ascent, rocks and falling rocks, glaciers and avalanches. Climbing and walking are done with the joystick and requires practice, but is not too hard to master. Resting, when tired, is important to avoid falling. A face image expressing the climber's needs shows tiredness, sweating (overheating), thirst, and hunger. On level ground, you can set up a tent; on the steep mountainside, one must rest by hanging with the aid of a strap or rope, or risk a fall. Good and interesting instructions with good discussion of equipment and methods of mountain climbing safety are included.

FINAL ASSAULT takes some time to learn, but it is educational and entertaining.

Tom Bardenwerper

Operation:Counterstrike

Mfg: Spectrum Holobyte
Type: ST Flight Simulator
List price: $19.95
Overall Rating: Buy it!

October 1989, you are ordered by the base Commanding Officer, Colonel Brieghton to report to your hanger. Intelligence report confirmation of an invasion. Enemy tanks are within 30km. Amphibious landing craft beaching on southwest lake shore, N32'-W167'. Enemy troops are developing rail and truck supply convoys in the N & SE sectors.

Your mission is to terminate all enemy assault and destroy all supply, manufacturing, fuel and power facilities. Operation Counterstrike will commence at 08:00.

08:15 - "Good morning captain, you're all set to go, we preconfigured her last night". Weapons Specialist Konke shouted over the screaming afterburner in the background.

I nodded and waved as I grabbed the safety handle to climb into my cockpit. Every time I do this there's a feeling of shear exhilaration. I'v been flying over these sectors for two years now in my F-16 Falcon and I knew what was in store for this mission. Geez, if she's preconfigured that means I'v got the works... AIM-9J Sidewinders, AIM-9L Sidewinders, AGM-65B Mavericks, MK 84 2000 LB. Low Drag Bombs, and a Durandal Anti-Runway Bomb, not to mention an ALQ-131 ECM Pod and an external drop Fuel Tank. This is going to be one long mission!

I punched the jet fuel system ignition and my Pratt & Whitney F-100 Turbofan engine roared to life. When the Turbofan reached 60% RPM I released the wheel brakes, then I punched the after-burner and shot down the runway. In less than 10 seconds I was airborne and traveling at 160 knots

an hour!

I called up my COMED (Combined Map/Electronic Display) and plotted an estimated bearing in my head. There were three Soviet T-80 Tanks less than 20km from my base! I quickly switched the COMED to the Radar display and homed in on one of them. Switching the Heads Up Display for Air-To-Ground missiles I used Mavericks. Lining up the Air-To-Ground reticle dead on his turret, I pressed the ignite button on my right stick and let one go. Shhhuuushhh!

She flew straight and normal, locked on target..., for about three seconds. What followed was nothing short of amazing. Caaa Bluuummm!!! Like popping a champagne bottle, the turret flew off, bits and pieces flew out of the top of the now worthless shell as it flipped and rolled over.

I pulled back into a 3g climb and looked back, whoa... cool the stick Werps, you don't need to black-out now! I leveled out at 3500 feet and looked around for my next victim.

First the tanks, then north, northeast to take out the railroad, weapons factory and oil refinery. A quick turn to 270 degrees and I'll knock out the nuclear power plant, (Better have after burners for that one... I don't need my tail to GLOW!) continue over to another manufacturing plant and then come to 90 degrees for the return leg home. (I'v always liked a round trip! (good way to get promoted)) But I still wasn't done there, I had to take out a bridge, trash a few trucks in a convoy and sink a few amphibious landing craft before they make their way inland, and over take my base. Whew! Why did I get to be so lucky?!

I got to be so lucky because I just bought the new FALCON Mission disk, Operation: Counterstrike. As shown above, this mission is loaded. Tanks, landing craft, trains, factories,

an oil refinery and even a nuclear power plant complete with cooling towers, control building and about a 120' stack! As usual Spectrum Holobyte as created all this in amazing realism... a technical graphic wonder!

The mission disk takes the place of disk one in the original set, and therefore the main FALCON program is required. In addition to the new mission the geography is all new and features green ground and a nice blue sky. But thats not all. The mission disk can effectively be called the next upgrade because Spectrum Holobyte has added to, and changed some basic areas in the program. Landing is now much easier (or possible!) in the higher levels. Plus the new MIG-29s break off an attack upon your approach. Did I say NEW MIG-29s? These boys are sharp, flying as fast as mach 2.3, (thats over 1400 MPH!) they are extremely manoeuvrable and a real challenge to wax one up his tail! Your F-16 has been improved also however, the handling controls have been rewritten for easier handling and it has an auto leveling feature to level itself after minor banking. (This can be toggled on and off) The Radar and HUD (Heads Up Display) has also been improved to simulate actual F-16 displays. Finally when you destroy a target there are secondary explosions. (Targets flip, fly and roll as well as BLOW UP!)

The program features twelve different mission scenarios, each to be completed in succession as well as the same four skill or rank levels to give hours of challenging entertainment. When you finish a mission you receive awards and merit points according to your success or... failure. You then proceed to the next mission.

The FALCON Mission Disk has all the same options as the original with pull down menus etc. and nothing has been removed (except the old scenery) only improved or added too. The program is not completely without fault however, most notably the COMED Map. It seems that the indicator for your plane is off its mark

Bob Carpenter

Speedball

Mfg: Imageworks
List price: $39.95
Overall Rating: Terrific

Did you ever play team handball in phys ed when you were in school? That's is the best synopsis I can give as to what Speedball is. For those of you who don't know what team handball is, let me explain. First of all, team handball makes your typical "Mad Max" movie look pretty tame. The idea of team handball is to pass a ball (we used a soccer ball) from one player to another and shoot the ball past the goalie. So far, so good. However, some people in the class used this game as the perfect opportunity to take out all their aggressions. These people would check other people into anything (the net, brick walls, etc), it really didn't matter. As a result, I learned **not** to go after any ball near a wall.

I bring this up because Speedball uses this exact premise. You can slide into, or tackle, another player and send them into the wall or into the goal if you wish. You can even tackle the goalie and have another player shoot the ball in the goal. However, the players in speedball are wearing armored uniforms (covered with razor-sharp spikes) so they aren't in quite as much danger as we were in phys ed! The only rules in Speedball is that there are no rules. You can even bribe the ref into giving you a goal or bribe the official into giving you more time so that you can score more goals!

You are able to bribe refs and officials by picking up tokens that are on the field during play. If one of your players picks up a token, it will be stored and can be used at the end of the game. Also, you will see power tiles that have letters on them and rotate on the floor during play. These tiles can reverse joystick controls for your opponent (if you're playing the two player game), decrease your opponents stamina, a bolt of energy that tackles any opponent, and more.

There are basically two types of one player games. The first is the knockout. In the knockout, you keep playing against tougher and tougher computer opponents until you beat them all (that'll take awhile) or you

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...makes your typical "Mad Max" movie look pretty tame.

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lose 2 out of three to any opponent. To advance, you must beat your opponent twice or beat him and tie him. You can also play a league against computer opponents. You can pick the length of the season from 10 to 100 weeks. At the end of the season, the top six teams (if you're one of them) will play quarter-finals, semi-finals, and finally, the Blood Ball.

The two player game is like the one player league except that you only play the other player's team instead of all different computer teams. I suggest playing the two player game first, if possible, because the other player probably knows as little about Speedball as you do.

The one thing that I must mention about Speedball is its difficulty level. Even the worst teams are hard to beat, especially at the beginning. If you are the kind of person that isn't a real joystick fanatic, or get frustrated with the computer being quicker than you are, then this game probably isn't for you.

This game was made in Europe by the Bitmap Brothers (famous for writing Xenon). These guys definitely believe in making their games on the difficult side. However, don't let me give you the impression that Speedball doesn't get easier. It does. As you get more proficient at moving your players, you should be able to start beating the wimpier teams. Each time I play, I get just a little bit better at playing the game. It certainly is an addictive game. I just felt that the difficulty level is something that should be pointed out. The graphics are very well done on Speedball. Speedball is mainly a combination of the teamwork of soccer with the violence of hockey. It makes for an interesting combination.

Operation: Counterstrike

by about a millimeter. That may not seem like much, but the COMED display is only about 3/4 of an inch on your screen and lining up on a tiny SAM Missile site can be tricky if you use your map a lot for navigation. The funny thing is is that the original program (or version) did not have this flaw. Tells me they must have rewritten the entire code.

Spectrum Holobyte has done a FANTASTIC job in FALCON, Operation: Counterstrike. The graphics are outstanding, speed is superb, and your new F-16 handles like a dream. Did I mention that the scrolling is faster now? There is a notable increase especially in the scenery mode with dots and detail. Operation: Counterstrike is a must for all stick jockeys like me. Do yourself a favor, buy it, strap yourself in, and wax a boggie, but don't forget to watch your six!

Shufflepuck Cafe

found myself hitting the mouse on the computer when I needed to move the mouse a long distance. If you have only a small amount of room for your mouse, then this game might not work out for you. But if your mouse has enough clearance (two mouse pads worth should be sufficient), then this light game is something that's worth taking a look at.

Bob Carpenter

MNP 5 - Hype or Help?

A couple of months back, I purchased a 2400 bps modem for myself so I could finally enter the high speed BBS world. If I had only bought a faster modem, I wouldn't bother to write this. These days, 2400 bps is hardly revolutionary. In fact, you can pick up a 2400 bps modem for between $110-$130. When I picked up my modem, I paid $200. Since I just said that you could pick a modem of the same speed for $110, why did I pay the extra $90?

The answer is that my modem supports the MNP 5 protocol. No, toothpaste wasn't included. I said MNP, **not** MFP! Now for the next question, what exactly is MNP 5 and is it just a name for the commercials like MFP?

MNP 5 is a protocol for your modem. In fact, all of your modems probably contain earlier versions of this protocol, probably MNP 3. These are hardware protocols, built into the chips of your modem, rather than the software protocols that you will use when calling up your favorite BBS (XMODEM, YMODEM, ZMODEM, etc). What this protocol does is compress

some types of data under **certain** conditions. MNP 5 can allow your modem to compress your data as well as send it over the phone lines. However, like anything, MNP 5 has its limits.

The first bad news is that it will **not** compress any further, data that has already been compressed. In other words, if you are downloading an .ARC file, MNP 5 won't shrink the size of the file that must be sent to you in order to get a good download. Commonly, it will even reduce efficiency. That's why these modems commonly have an option to shut off MNP 5 if you wish. The data must be uncompressed (like file captures) in order for MNP 5 to be useful.

The other problem is that, like any other protocol, it takes "two to tango". If the BBS that you're calling doesn't have an MNP 5 modem on its side (almost certainly), then the MNP 5 in your modem is useless. Luckily, these MNP 5 modems also support the lower MNP classes so that they can be used to talk to other older modems (like the BBS's in Milwaukee and Lake County). However, this means that your fancy new protocol sits around and col-

lects dust.

These are things that the fancy commercials that proclaim "4800 Baud" modems don't tell you. Or they tell you, in very small print, that this speed is only applicable with MNP 5 active. I found some of these ads deceiving and wished to warn you about them.

Now we come down to the bottom line, is it worth paying the extra money to get MNP 5 capability? Let me first say that I knew well the limitations of MNP 5 at the present time. I bought this modem because I felt that MNP 5 would be popular in the future. I have every reason to believe that to be the case since older MNP classes are currently in use in most modems. However, if money is a great issue or you see yourself buying another modem (faster and better, of course) in a year or two, then I would suggest that you go with the non-MNP 5 modems since they are cheaper. You won't get much use out of the MNP 5 because I doubt that most BBS sysops would automatically upgrade their modems. Frankly, they'd be stupid if they did. Running a BBS gets expensive without adding every new toy that comes out. You may still be interested in buying a modem with MNP 5 attached. However, now you may be a little more informed about its realistic capabilities without a lot of marketing hype attached.

Your Board of Directors

Proposed Bylaw Revision

PROPOSED REVISION MILATARI BYLAWS
SECTION IV, ARTICLE 4B

B. The Treasurer shall pay no billings without proper receipts, with the following exception: if a receipt is not available due to extenuating circumstances, the person requesting payment must prepare a written request, outlining the nature and the

amount of the request, as well as an explanation for the lack of a receipt. The request must then be presented to the Board of Directors for approval. Upon approval, the request must be signed by 2 of the 5 elected officers before payment is issued. If an elected official is making the request, he or she is not eligible to sign it. The two officers

should normally be the Treasurer and the President, unless the President or the Treasurer is the person requesting payment, or either officer is absent, in which case another officer can sign the request in his or her place.

Editor's note: This section originally prohibited all payments of billings without receipts under any circumstances. A few situations arose which challenged that stance, so the board decided to modify it in an attempt to better handle extenuating circumstances. This revision will be brought up for a vote before the general membership at the December meeting.

The editor and guests

Bits 'n Bytes

New members for November

Please extend a warm welcome to our newest members:

First, we have **Michael Harwood**, who owns a 1040ST. He lists himself as a beginner who may have a lot of questions. Well, Michael, I think you've come to the right place.

Richard Janowski is the latest addition to our core of 8-bitters, owning both an 800XL and a 130XE. He says that his computer knowledge is intermediate level - that could come in quite handy at the 8-bit SIG (or perhaps for writing a newsletter article for the 8-bitters... sorry, Richard, couldn't resist the opportunity to do a little newsletter PR...)

Next is 1040ST owner **William Rieselbach**. He's an intermediate level computer buff looking for general information and exchange of ideas. Our good buddy (and ST VP) Tom B. was largely responsible for bringing William into our ranks. Thanks, Tom!

Then we have **Dave Shapiro**, who runs a 520ST color system. He is also intermediate level, and he first encountered our group at GENCON. If you liked GENCON from the spectator side, Dave, maybe you can try helping us out as a judge for MilAtari at GENCON '90. It's quite an experience!

And finally, say hello to **Mark Widowski** and family members Diane, Mark L. and Joseph. He is a beginner level enthusiast who owns a 520ST color system. Not to be outdone by the Bardenwerpers, club member David Gross (who in his secret identity is the husband of our illustrious president) introduced Mark to MilAtari.

We hope your membership proves to be informative and fun. Glad to have you with us!

Pagestream Upgrade

I had a great surprise waiting for me at this month's general meeting. The club copy of the version 1.8 upgrade of **Pagestream** had arrived. If you are not familiar with **Pagestream**, it is a full-featured professional level desktop publishing program that is considered by many to be among the best available for any personal computer. Features of the upgrade include improved font handling, faster loading and printing, improved drawing tools and much, much more. Not only did the package include the program upgrade, but also a completely revamped and improved owner's manual. My thanks to **Brad Kazmaier of Soft-Logik Publishing Corporation** for the terrific user group support. I hope to run another desktop publishing SIG in the near future, in which I plan to demonstrate **Pagestream**. If you are into desktop publishing, you're sure to be impressed (by **Pagestream**, that

is, not by me...)

While I'm on the topic of **Pagestream**, for those of you who are not already aware, club member (and former newsletter editor) **Jim Morales** is a co-sysop of the Soft-Logik forum on GENIE. This makes him quite the expert on **Pagestream**, so if you have any questions, you can contact him through the club BBS or by forwarding any questions you might have through me.

New ST SIGS

By the time you read this, the first **"every Tuesday night"** SIG should be completed (and hopefully a great success). Michelle and many of the other board members have put alot of thought into a means of developing a SIG concept that would provide the widest possible range of topics, while not over-burdening any one person. As many of you know, I ran an ST applications software SIG for nearly a year. I found it to be very satisfying personally, but it was also quite an endeavor to come up with a quality SIG month after month with only my own resources to tap. With the new revolving SIG concept, we hope to keep the quality high, the variety wide and prevent the "SIG leader burnout" that I began to experience. I'm so excited about this concept that I have volunteered to once again run a SIG or two within the next year.

This experiment can only succeed with your cooperation. These SIGS have been identified as being a critical component of the club's support of our members. They are for the benefit of all members, and as such are the responsibility of all members, and not solely the board members. If this is going to work, we need a wide variety of members to volunteer to run a SIG (or even a portion of a SIG). If you have any areas of expertise that you would like to share with the club, please contact either Michelle Gross or Tom Bardenwerper. We will be willing to help you prepare for the SIG, as well as to run it, if necessary. We're all counting on you!

8-Bit articles

I have yet another favor to ask... this is my third issue as editor of the newsletter, and I have yet to receive any **8-bit specific articles** aside from Bob Marsolek's monthly PD update. As fine as Bob's update is, I feel bad about the lack of other 8-bit articles. Unfortunately, I can't really help in this regard, since I am not an 8-bitter. Based on the postings I see in the Atari Forum on the club BBS, we obviously have a wealth of 8-bit experience to tap within the club. Whadaya say, 8-bitters? Can I count on you to do both me and yourselves a favor by submitting some articles? Thanks!

That's about it for this month! Have a warm and wonderful holiday season, and I hope to see you all at the Christmas party!

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Bob Marsolek

8-Bit PD Update

MilAtari Ltd. 8-bit Public Domain diskettes can be purchased at the monthly meetings for the small price of $2.50 per disk. These disks are also available through mail order at a cost of $3.50 per disk. Blank name brand 5 1/4" diskettes can also be had at the meetings for $4.50 a box.

These charges cover the cost of media and handling. All proceeds from disk sales are put toward the cost of the Clubs activities.

MilAtari Ltd. strongly believes in the Shareware concept. Please send your contributions to the authors of those programs, designed as Shareware, that you find useful.

Only by our continued support can we expect the flow of better and improved public domain software to continue.

December disks

DISK 234   US PAPER PLANE: This is part one of Paper Airplane Maker (DISK 227). If you already have D227, you will need this disk for a complete program. Files on this include five different airplanes, folding instructions, and printer utilities. For those of you who already purchased D227, please relabel it "U.S. Paper Plane II"

DISK 235   DISKBASE: The ultimate in public domain data bases. This outstanding program written by Todd Bake is everything you could possibly want in a data base. "Designed for ease of use, Disk Base has many powerful features such as the ability to print records and fields selectively, to read data from ASCII files, to copy all or some records, or just the data "structure", and to sort files of over 2500 records (regardless of record size) without any additional disk space!" Disk Base requires 48K and can be run with just about any DOS including SpartaDOS. Disk is complete with DOC files and a file called PDLIB which is a data file of the first five disks in the MilAtari 8-Bit PD Library.

If you have any PD programs you think we could use please contact me via MilAtari BBS or phone. To all you other club Librarians, if you are interested in swapping files, please get in touch with me in care of this club.

✳   ✳   ✳

From the President

welcomed, so if you have any ideas, feel free to attend a board meeting, or just give one of the board members a call!

Now that we've received our paycheck from TSR for our efforts at GEN CON '89, I'm sure that the anticipated donation from Atari will soon follow. I have been in contact with Bob Brodie, User Group Coordinator at Atari, largely due to his active interest in our group's members and activities, and he has assured me that Atari has our request for equipment "on desk" and will have something sure to please for our efforts sent out very soon.

Despite all you may read or hear about Atari recently in reference to lack of advertising, lack of support, and loss of dealers, I have found in my own personal experiences with Atari Corp., on all levels I've dealt with, that they are truly supportive of us as individuals and as a user group. I find, as I've read do most other groups, Bob Brodie to be a very welcome addition to Atari and hope he will be with them for years to come. If Bob is a sign of what is to come, I think we'll see good things happening in 1990.

Finally, a word about an online publication I'm sure many of you are familiar with: ST Report. I've been noticing the past few months that there has been a very negative tone and all too much Atari bashing going on, generally among the ST publications, but particularly in ST Report. However, the past few issues I've found the attitude has become much more positive, especially since issue #111. I find this positive approach reporting to be a refreshing and much needed change, and hope to see more of the same in the future. I'm not sure if our newsletter even finds its way into ST Report's Ralph Moriano's hands, but I hope others will send him the same message online or by US Mail.

Hope to see you all at the meeting for our Christmas party. Armin, our Special Events Coordinator, has been planning this meeting for some time and we have door prizes to give away, so be sure to make this one! We're asking you to bring some kind of munchie to share, so bring your favorite cookies, dip, or just plain old corn chips....

-Michelle

ST SIG

January 9, 1990, 7 pm

Greenfield Park Lutheran Church

Topic: Data Manager

Conducted by: Lee Musial

Dennis Wilson

ST PD Update

MilAtari Ltd. ST Public Domain Library Disks are available at the meeting at a price of $3.50 per disk, and through mail order at $4.00 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 236 - BOOT DISK COMPANION

A selection of accessories and programs for the AUTO folder on your boot disk. The disk is meant to be a companion to the Mil-Atari Desktop Disk (Disk 100), with additional programs for that disk if you wish to have a double-sided boot disk. This disk is a stand-alone, ready-to-run disk, however, with all programs designed for an AUTO folder located in such a folder on this disk.

CURSHAPE: Cursor Shape - An accessory to change the cursor from the usual arrow to a knife, sword, cross, mouse or a skull. The latter two are animated. For example, the skull faces to the right or left when the cursor is moved in that direction, and its mouth opens and closes when the cursor is moved up or down. The knife shape is very useful when you are using the mouse to manipulate small objects.

DESKMG26: Desk Manager Ver 2.6 - A program that goes in the AUTO folder of your boot disk. It will automatically select the correct DESKTOP.INF file for your desired resolution, and allow you to choose which AUTO programs and desk accessories will load. In addition, if one of your AUTO programs is GDOS, the program will also let you choose the ASSIGN.SYS file which will be used with GDOS. And one of the

nicest things about it is that it lets you use the mouse to select files! Version 2.6 can display a startup picture during bootup before entering the selection screens, in either Spectrum 512 compressed (color) or DEGAS uncompressed (monochrome) format, and a "Help" function has also added. It works on either color or monochrome monitors.

DIARY_11: Diary Ver 1.1 - An accessory meant to serve as a "diary". It has no special diary functions, however, it serves as a "notebook" or text editor which is there when you want to jot something down. Text remains in the 8K buffer whether the diary window is open or not, and can be saved out to disk. The diary window takes up about 1/2 the screen. While it cannot be resized, it can be moved up or down. Works on color or monochrome monitors.

DVORAK: An accessory that allows you to remap the standard ATARI Keyboard (USA Keyboard) to the DVORAK layout, and return it to the standard layout.

IDLE: A screensaver accessory which will turn your screen black and make a little Atari logo slide around the screen. Hitting any key or clicking the left mouse button will restore the screen. It can be configured to set whether or not mouse movement or serial port activity should wake up an idle screen, whether the Atari Fuji symbol should rotate or sit still, or when it is to kick in. This can be either after a specified amount of time has elapsed with no activity, or when the mouse enters the specified corner of the screen.

POSTMORT: Postmortem Information Analyser V2 - When an ST crashes not only is a display of bombs produced, but information is also stored in an area of memory that can survive a reset. This called postmortem information. This information give details about the state of the processor at the time of the crash. This program displays the postmortem information currently in memory produced by the last crash. All seventeen 32 bit registers are displayed as is the status register.

QUICKST: Quick ST Ver 1.6D - An AUTO folder program which increases the speed at which the ST performs screen operations, such as printing text to the screen, scrolling the screen, drawing windows and dialog boxes, and reducing the overhead of other graphics operations. The result is that your ST appears to run faster and smoother, as you spend less time waiting for the screen to scroll or redraw.

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RAMDISK: Qwikdisk - An accessory ramdisk utility which is part of the "Qwik" series of development utilities. QwikDisk has only one claim to fame, it is monstrously fast. Data transfer to & from it is typically over 4 times faster than other ramdisks. It should prove useful to developers or anyone using a GEM based application.

SNAP_3_0: Snapshot Ver 3.0 - This AUTO folder program is a terminate and stay resident (TSR) program that can be used to replace the normal ALT-HELP function. The program has the capability of saving the current screen displayed as a Degas format picture, or printing the picture as per the normal ALT-HELP function.

SPELLCHK: Spell_Check - A spell checker with a 60,000 word dictionary. When the program finds an error in a text file, an edit window appears. Pressing various function keys allows you to move forward and backward in the display, accept the spelling of the word and add it to the dictionary, etc. One function key will even have the program give suggested correct spellings of a word!

DISK 237 - GAME DISK

This disk contains four text adventures made with the Adventure Game Toolkit (AGT), available on Disk 222. These adventures are compiled and ready-to-run. The run-time program is also on the disk.

ALICE: An adventure based on "Alice in Wonderland". The source code and documentation file are on Disk 223.

FABLE: A Fable - You take a walk in the cool night air. You notice that you wandered into someplace unusual and that fog stretches out in all directions. Suddenly a cloud whisks you away and you find yourself back in your childhood with your grandfather. Will you ever find your way home to your wife and child?

GHOSTTWN: Ghost Town - You are a prospector searching for gold and adventure. Another prospector has told you a story of a fabulous mine and a richer ghost town nearby the mine. Dare you search for the treasure, in spite of the rumors of strange noises, gunfights, and terrifying screams coming from there?

LOTTERY: Lottery - You have fallen asleep at your computer, dreaming of winning the California Lottery. Suddenly the computer clicks to life, the screen brightens, the beeper beeps once, and you are in a dark, wet, dirty alley. What Now? Do fame and fortune await you?

DISK 238 - GAME DISK

CREBUS: Rebus Writer - A KIDPRG by D.A. Brumleve. This program allows the user to design and print rebuses, a kind of code in which pictures and symbols are used to represent words. Rebus design and interpretation tax one's thinking skills as well as one's understanding of English, but spelling does NOT count!

SEARCHER: The Searcher - A program which makes a standard word search puzzle ranging in size from a small five by five letter grid up to one which is 40 by 21 letters. After creating a word list, using the built-in editor or your own text editor, each word is randomly placed in the grid. It is possible to make the puzzle relatively easy or quite difficult by varying whether diagonal and vertical placement of words is allowed, whether backward printing of words is allowed, and whether a word list is printed.

PUZZLE1: A program which makes puzzles out of Degas, Neochrome, .ART, and .DOO pictures. You can choose to have 24, 60, 104, or 240 pieces to the puzzle. Your can also choose to have the puzzle made from only part of the picture. The picture is displayed in minature below the construction block. The time taken to solve the puzzle and number of tries are given. Three pictures, 520 ST, Alien, and Moreta, are included on the disk.

DISK 239 - GAME DISK

COLUMNS: Columns - A plain, no frills, PD version of Tetris. If you couldn't get "Pileup" because you don't have a DS drive, here's a more graphically simple, but smaller, version for you.

FALCON: This is a Spectrum HoloByte approved modification for the game Falcon. This will install the correct mouse, joystick, and keyboard flight controls that the game was supposed to be shipped with. You must have version 1.1 of Falcon or the Mission Disk. A few of the modifications are that the Arrow Keypad can be configured to respond 3 different ways, and the tracking mode does not reset to a view from directly behind the plane, but instead returns to the last used direction. The numeric keypad ENTER key can be used in place of SHIFT. This is to allow one hand operation of Jaw/Pitch controls on the numeric keys. This and other changes will no doubt greatly improve playability of this classic flight simulation game.

SEASIDE: Tiffany's Seaside, A Memory Game - A 2-player, feature-packed "matching" game.

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Pair up the sea creatures for points. Different levels add features or have different screens. Watch out for the shark. Uncover it, and you have to ring the bell quickly. Uncover the treasure chest, and you get 10,000 extra points. Instructions are built into the game. An extremely colorful game with good sound effects. A truly top-notch PD game.

SHIPCOMB: Ship Combat - A game of "Battleship" with you against the computer. Help screens are included.

DISK 240 - MILATARIXMAS DISK

ELFLORD: An interactive text adventure written using the ADVSYS authoring system. It has a fairly extensive vocabulary. In it, you are a wise elf called out of retirement by Santa Claus because Christmas has run amuck. Also on Disk 199.

TANNENBM: O Tannenbaum, A Holiday Tree-Trimming Kit. Another excellent KIDPRG by D.A. Brumleve. Intended for use by children as young as 2 or 3, the mouse is used to choose from a variety of animated and nonanimated decorations to decorate a Christmas tree. The animation of the decorations can then be set into motion while the computer plays "O Tannenbaum". From ST-Log.

XMAS: Here in one place are 34 Holiday-related Printmaster Icons. If you are planning on using Printmaster to make your Christmas cards, this is a must-have item. Why not use your computer to SAVE some money this year?

For those of you looking for stocking stuffers, or who just want your computer to help you get into the Christmas spirit, the following is a list of the disks which have Holiday-related items on them:

1) Disk 050   The Alite Xmas Demo. This is a Christmas-related, picture-and-music disk.

2) Disk 096   This is another picture-and-music disk, this one from Michtron.

3) Disk 104   This disk has a text file, "XMASNITE", which is a humorous, computer-related takeoff on "The Night Before Christmas".

4) Disk 199   This disk originally presented the text adventure "Elflord". If you want other adventure-related items, rather than the selection of programs given on Disk 240, then get this disk in lieu of that one.

5) Disk 240   The MilAtari Xmas Disk. If you are going to use the Xmas Printmaster Icons on this disk for your card, then you might also want to pick up Disk 144, The MilAtari Printmaster Borders Disk, to find an unusual border for your card. Many of these borders are original works designed by MilAtari members and are not to be found elsewhere.

Hope to see all of you at the December meeting, which is also our Christmas party! May you and yours have a Merry Christmas and a Happy New Year!

IMPORTANT NOTICE

Due to insurance regulations, smoking is strictly forbidden anywhere on the premises of the Greenfield Park Lutheran Church. Failure to comply will result in our immediate eviction. Your cooperation is greatly appreciated.

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Dec 88